SELECT/
FIRE

LAY MINE

TANK ATTACK

START

SWITCH TANK

START

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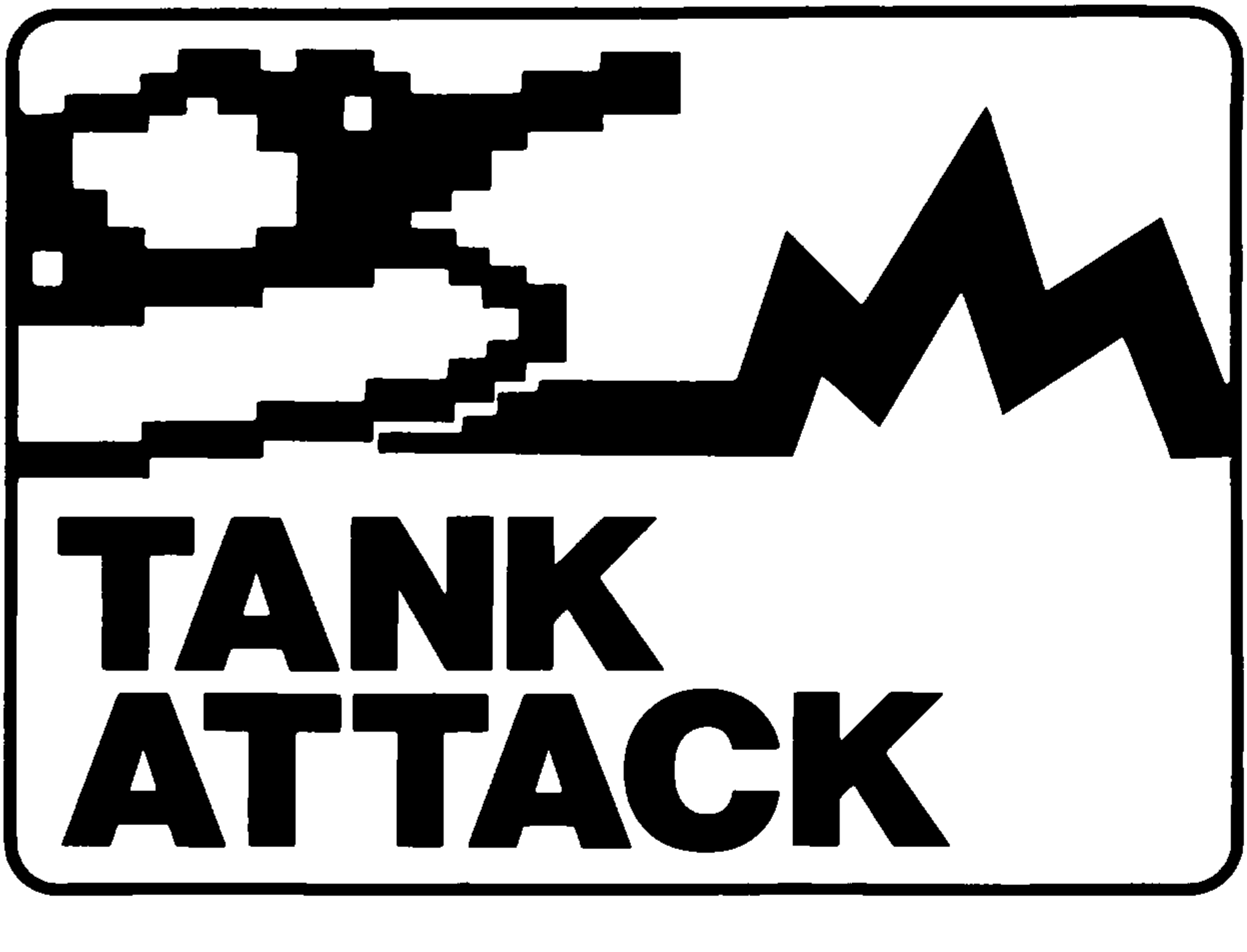
Home Entertainment & Personal Computing System



CARTRIDGE INSTRUCTIONS

VTECH

Good choice! You've just opened one of the most skillful video games in the world:

CREATIVISION'S TANK ATTACK

You are a tank commander!
You are engaged in a battle to the death with another Tank commander who has the same weapons as you have, so only your superior skill can win the day!

More dangers than the eye can see!
Besides enemy tanks, there are many dangers to contend with. There may be hidden minefields that you will never see until it is too late.

The terrain itself can prove deadly. A fall in the deep water of the river could be the end of you.

In addition, your treacherous enemy can switch tanks, and attack from a completely different direction with no warning.

Strategy and tactics
There are many obstacles on the battleground, such as buildings, trees and the river. All of which can be used for defence, and to help in your attack.

When you lay mines, keep in mind they are invisible and try to remember where they are so you will not run into them yourself.

Try to remember at all times that your tank can only sustain 10 direct hits or mines, so be careful. And one fall in the river means a tank is lost forever.

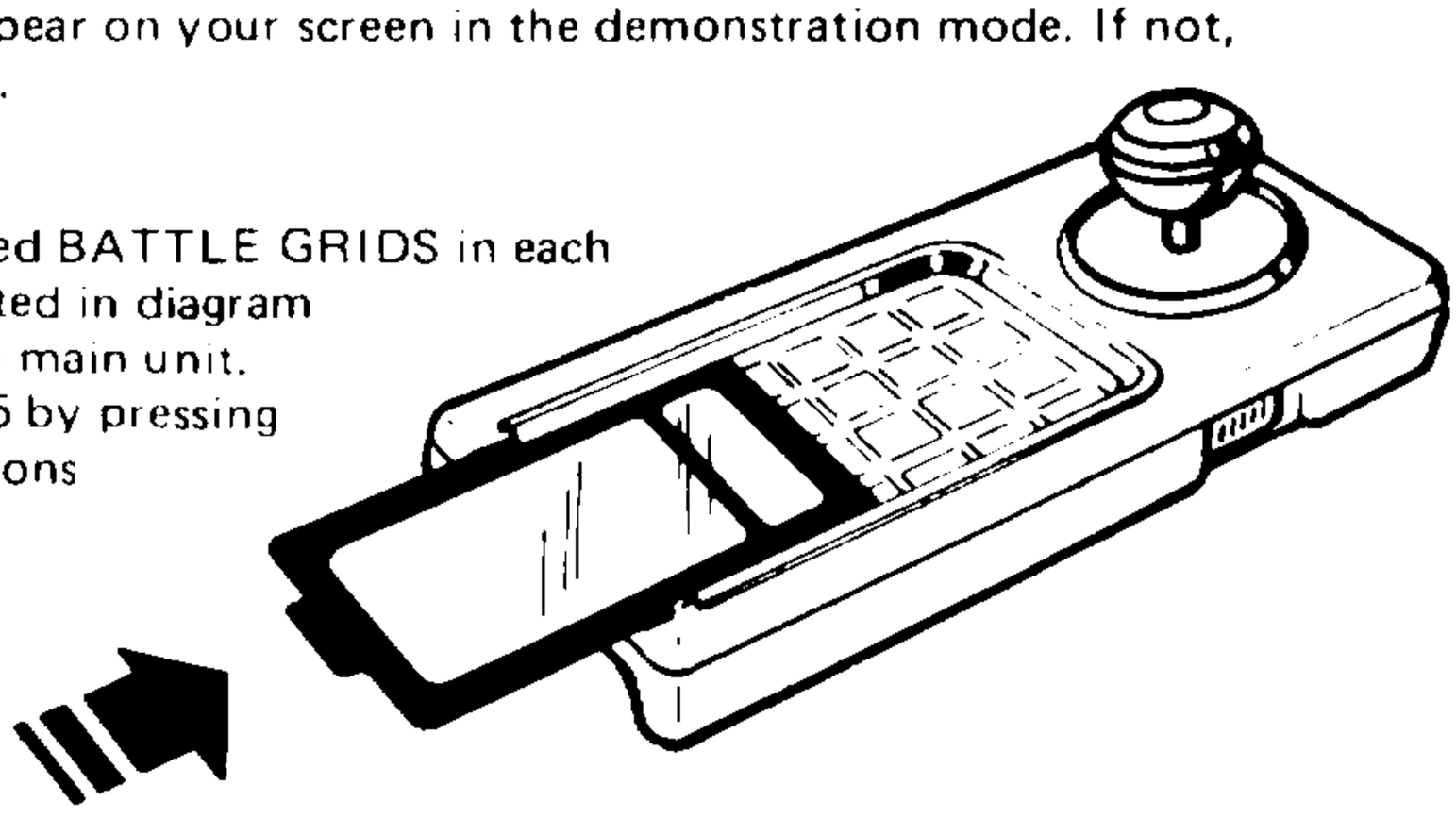
PRE-BATTLE CHECK
Like every good commander you must prepare for battle long before the battle starts. So go through this checklist very carefully:

1) MAIN UNIT ANTENNA CABLE . . . ATTACHED TO TV . . . . CHECK!
2) POWER CORD . . . . PLUGGED IN. . . . . CHECK!
3) TV SET PLUGGED IN . . . . . CHECK!
4) MAIN UNIT POWER SWITCH . . . . OFF . . . . CHECK!
5) TANK ATTACK CARTRIDGE INSERTED . . . . CHECK!

Good. Now you are prepared.

Move MAIN POWER SWITCH TO . . . ON position.
TANK ATTACK should appear on your screen in the demonstration mode. If not, adjust your set until it does.

READY!
1) Insert one of the enclosed BATTLE GRIDS in each hand control, as illustrated in diagram
2) Press RESET button on main unit.
3) Choose BATTLE #1-15 by pressing the SELECT/FIRE buttons on hand controls.



AIM!
Move the joystick in any direction to move your tank. It will go backward, forward or turn right around on the spot. Try and get its gun to point at the enemy. Your tank will not move over trees or buildings. You have to go around these. So keep that in mind.

FIRE!
When you have the enemy tank lined up, depress the SELECT/FIRE buttons on your hand control.

Watch your shot hit the enemy and explode in a burst of fire and smoke. After you have hit him 10 times, his tank will explode and disintegrate.

Remember, however, that your gun has only a certain range. So you must be close enough to the enemy or no matter how well aimed, you shot will not land.

Laying mines . . . the invisible surprise!
Depress the LAY MINE area on your BATTLE GRID in BATTLES #11-15 to leave an invisible bomb in your enemy's path. You have 3 seconds to move away before the mine becomes active, so don't wait around.

Try to remember where mines are so you won't run over your own. You have a maximum of eight to leave on the battleground.

Switching tanks . . . another surprise
In certain BATTLES you will have two tanks. You can only move one at a time, but you can easily switch which one it is, to surprise your enemy by attacking from an entirely new direction. Simply depress the SWITCH TANK Area on your BATTLE GRID.

CHOOSE YOUR BATTLE (All TANK ATTACK BATTLES are 2-player BATTLES)
In history, all good military commanders became successful only because they chose where and how they would fight. Here is your choice:

BATTLE #1:
Both commanders have one tank and there are no mines. So only your driving skill and marksmanship can win the day.

BATTLE #2
You have a squadron of 3 tanks which you can operate one-at-a-time. There are no mines, so bravery and a steady hand will determine the outcome.

BATTLE #3
Each commander has a total of 5 tanks and there are no mines or surprises. So you have lots of opportunities to try out daring strategies and tactics.

BATTLE #4
Both you and the enemy commander can switch tanks at will and attack from new directions with no warning, so be careful. But keep in mind that even if both tanks are lost you have another chance. Another battlefield will appear automatically with 2 new tanks.

There are no mines to watch out for, so concentrate on your enemy.

BATTLE #5
Here both commanders have switchable tanks and 4 battlefields to conquer. There are no mines, so you can watch carefully for sneak attacks from new directions as the enemy commander switches tanks without warning.

BATTLE #6
Drive carefully here, you have only 1 tank and the entire field is seeded with invisible mines, that can explode under either sides tank.

BATTLE #7
Both commanders have 3 tanks, but the entire battlefield is covered with invisible mines, so try to put the enemy out of commission quickly, before you fall into these invisible traps.

BATTLE #8
You and your enemy both have 5 tanks, but there enough invisible mines planted around the battlefield to dispose of both of you, without a shot being fired, so watch out.

BATTLE #9
Now the fighting gets complicated. Each commander has 2 switchable tanks and invisible mines are everywhere, so the possibilities for surprises and attacks without warning are endless. But remember you have 2 battlefields to conquer, so use this second chance as part of your strategy.

BATTLE #10
You have 4 battlefields to conquer here, so place yourself for the long run. Both you and your enemy have 2 switchable tanks and all four fields are covered with invisible mines.

BATTLE #11
Now you can start making your own little surprises. You have 1 tank, specially equipped to place its own invisible mines, in the path of the enemy. You have a total of eight mines to hide around the battlefield but be careful. Remember where you've put these invisible bombs or the surprise may backfire on you.

BATTLE #12
Both commanders have a total of 3 tanks, all of which can lay up to 8 mines in total during the game. But remember, while you are hiding your mines around the field, so is your enemy, so try to watch where he stops and avoid those places.

BATTLE #13
Each commander has a total of 5 mine-laying tanks. Don't forget, as you hide your invisible mines, that the enemy is also shooting at you. Keep your eyes open.

BATTLE #14
You have 2 switchable tanks and 2 battlefields to conquer. In each battlefield you can lay up to 8 invisible mines wherever you choose, but remember, they'll also explode your own tank if you're not careful.

BATTLE #15
Both commanders have 2 switchable tanks, 4 battlefields to win and each can lay dangerous invisible mines wherever he chooses, as well as shoot at enemy tanks. Be careful here. There are a lot of surprises to be ready for.

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